Cleric of Moradin: LG M Humanoid (dwarf) Clr2

HD: 2 (16 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Warhammer +3 M (1d8+1/×3)
SA/SQ: Dwarf traits, turn undead 4/day (+1)
SV: Fort +5, Ref +0, Will +5
AB: S 13, D 10, Cn 14, I 8, W 15, Ch 12
SK/F: Conc +6, Spell +0
SPELLS: 0—*cr wtr, det magic, r magic, virt*; 1st—*cmd* (DC 13), *shld faith* (2), *sanct**. *Domain spell. Domains: Good, Protection
POSS: Mwk scale mail, *+1 heavy steel shield*, mwk warhammer, 300 gp
CR: 2

Dwarven Defender: LG M Humanoid (dwarf) Ftr7/Def1

HD: 8 (76 hp) **INIT:** +2
AC: 22 (T 12, FF 21) **SPD:** 20 ft.
ATK: Axe +13/+8 M (1d10+6/×3, magic) **or** +15/+10 M (1d10+8/×3 plus 2d6, magic) against giants
SA/SQ: Darkvision 60 ft., dwarf traits, defensive stance 1/day (+2 Str, +4 Con, +2 saves, +4 AC)
SV: Fort +10, Ref +4, Will +4
AB: S 16, D 14, Cn 16, I 8, W 10, Ch 12
SK/F: Intim +11, S Mot +1; Dodge, Endurance, Leadership, Power Attack
POSS: Mwk full plate, mwk heavy steel shield, *+1 giant bane dwarven waraxe*
CR: 8

Gnome Fighter: NG S Humanoid (gnome) Ftr2

HD: 2 (21 hp) **INIT:** +1
AC: 21 (T 11, FF 20) **SPD:** 15 ft.
ATK: Sword +5 M (1d6+1/19–20)
SA/SQ: Gnome traits
SV: Fort +6, Ref +1, Will +1
AB: S 12, D 13, Cn 17, I 10, W 8, Ch 12
SK/F: Climb –1, Lis +3; Combat Reflexes
POSS: Mwk full plate, light steel shield, longsword, 325 gp
CR: 2

Gold Champion (half-dragon): LG M Dragon (aug hum (human)) Ftr6

HD: 6 (58 hp) **INIT:** +1
AC: 25 (T 11, F 24) **SPD:** 20 ft.
ATK: Sword +15/+10 M (1d10+11/19–20, magic)
SA/SQ: Breath weapon (cone, 30 ft., 1/day; 6d8 fire, Ref DC 16 half), darkvision 60 ft., imm. fire, paralysis, and *sleep*, low-light vision
SV: Fort +8, Ref +5, Will +5
AB: S 24, D 13, Cn 16, I 10, W 12, Ch 12
SK/F: Climb +10, Intim +10, Jump +4; Power Attack
POSS: Mwk full plate, mwk heavy steel shield, *+1 bastard sword, ring of feather falling*, 5,585 gp
CR: 8

Human Crossbowman: LG M Humanoid (human) War1

HD: 1 (8 hp) **INIT:** +1
AC: 16 (T 11, FF 15) **SPD:** 20 ft.
ATK: Sword +1 M (1d6/19–20); **or** crossbow +2 R (1d10/19–20)
SV: Fort +3, Ref +1, Will –1
AB: S 11, D 12, Cn 13, I 10, W 9, Ch 8
SK/F: Climb +0, Jump –6, Spot +1; Point Blank Shot
POSS: Breastplate, short sword, heavy crossbow, 20 bolts
CR: 1/2

Lion Falcon Monk: LG M Humanoid (human) Mnk5/Ttm3*

HD: 8 (47 hp) **INIT:** +4
AC: 18 (T 14, FF 14) **SPD:** 50 ft.
ATK: Unarmed strike +7 M **or** +6/+6 M (1d10+2, magic)
SA/SQ: Evasion, falcon tattoo (fearless), *ki* strike (magic), lion tattoo (smite 2/day, +4 attack, +3 damage), purity of body, slow fall (20 ft.), still mind
SV: Fort +8, Ref +11, Will +10
AB: S 14, D 18, Cn 12, I 10, W 16, Ch 8
SK/F: Bal +17, Climb +13, Jump +23, Kn (religion) +11, Tmb +17; Deflect Arrows, Dodge, Endurance, Improved Grapple, Stunning Fist
POSS: *Gloves of Dexterity* +2, *periapt of Wisdom* +2, 1,400 gp
CR: 8
**The Complete Warrior*

Purple Dragon Knight: LG M Humanoid (human) Ftr5/Prp3*

HD: 8 (64 hp) **INIT:** +1
AC: 21 (T 11, FF 20) **SPD:** 20 ft.
ATK: Sword +13/+8 M (2d6+7/19–20, magic)
SA/SQ: Fear 1/day (Will DC 14 negates), heroic shield (aid another, +4 AC), inspire courage 1/day, rallying cry 3/day (+1 attack, +5 ft. speed)
SV: Fort +9, Ref +3, Will +3
AB: S 16, D 13, Cn 14, I 10, W 8, Ch 13
SK/F: Dipl +3, Intim +10, Lis +3, Ride +9, S Mot +3, Spot +3; Dodge, Leadership, Mounted Combat
POSS: *+2 full plate, +1 greatsword*, 1,400 gp
CR: 8
**The Complete Warrior*

Stalwart Paladin: LG M Humanoid (human) Pal2

HD: 2 (20 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Sword +5 M (1d8+2/19–20)
SA/SQ: Aura of good, *det evil*, lay on hands 4, smite evil 1/day (+2 attack and damage)
SV: Fort +6, Ref +3, Will +4
AB: S 15, D 10, Cn 13, I 8, W 12, Ch 14
SK/F: Heal +6, Ride +5
POSS: Mwk full plate, mwk heavy steel shield, longsword, 160 gp
CR: 2

Stonechild*: NG M Outsider (earth, extraplanar)

HD: 2 (20 hp) **INIT:** +0
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: Sword +6 M (2d6+6/19–20)
SA/SQ: Darkvision 60 ft., imm. acid and poison, *magic stone* 1/day (3 stones; 1d6+1 or 2d6+2 to undead)
SV: Fort +7, Ref +3, Will +4
AB: S 19, D 10, Cn 19, I 12, W 11, Ch 8
SK/F: Climb +5, Intim +4, Kn (history) +6, Kn (planes) +6, Lis +5, Srch +6, Spot +5; Blind-Fight
POSS: Breastplate, greatsword
CR: 3
**Miniatures Handbook*

Dwarven Werebear (hybrid form): LG M Humanoid (dwarf, shapechanger)

HD: 4 (32 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Axe +9 M (1d12+8/×3); **or** axe +9 M (1d12+8/×3) *and* bite +3 M (1d6+2); **or** 2 claws +8 (1d4+5) *and* bite +3 M (1d6+2)
SA/SQ: Alt form (dwarf, black bear), bear empathy, darkvision 60 ft., DR 10/silver, dwarf traits, low-light vision, lycanthropy (bite, Fort DC 15 negates), scent
SV: Fort +9, Ref +4, Will +1
AB: S 21, D 13, Cn 18, I 10, W 11, Ch 6
SK/F: Climb +5, H Ani +1, Lis +4, Spot +4, Swim +13; Endurance, Run, Track
POSS: *+1 greataxe*
CR: 4

Dire Lion: N L Animal

HD: 8 (60 hp) **INIT:** +2
AC: 15 (T 11, FF 13) **SPD:** 40 ft.
ATK: 2 claws +13 M (1d6+7) *and* bite +7 M (1d8+3)
SA/SQ: Improved grab (grapple +17), low-light vision, pounce, rake 1d6+3 (+13), scent
SV: Fort +9, Ref +8, Will +7
AB: S 25, D 15, Cn 17, I 2, W 12, Ch 10
SK/F: Hide +2 (+10 tall grass, undergrowth), Lis +7, M Sil +5, Spot +7; Run
CR: 5

Regdar, Human Fighter: NG M Humanoid (human) Ftr1

HD: 1 (12 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 20 ft.
ATK: Sword +4 M (2d6+3/19–20)
SV: Fort +4, Ref +1, Will –1
AB: S 15, D 12, Cn 14, I 10, W 8, Ch 13
SK/F: Climb +2, H Ani +5, Swim –2; Cleave, Power Attack
POSS: Scale mail, greatsword
CR: 1

Bladesinger: CG M Humanoid (elf) Ftr4/Wiz2/Bld4*

HD: 10 (53 hp) **INIT:** +4
AC: 20 (T 16, FF 14) **SPD:** 40 ft.
ATK: Rapier +15/+10 M (1d6+3/18–20, magic)
SA/SQ: Bladesong style, elf traits, lesser spellsong, song of celerity 1/day, toad familiar
SV: Fort +5, Ref +9, Will +8
AB: S 14, D 18, Cn 10, I 14, W 10, Ch 15
SK/F: Bal +11, Conc +8, Jump +13, Lis +2, Perf (dance) +7, Perf (sing) +10, Srch +4, Spell +3, Spot +2, Tmb +17; Combat Casting, Combat Expertise, Dodge, Mobility
SPELLS: (10% failure) 0—*daze* (DC 12), *det magic, light, r magic, virt*; 1st—*f fall, m missile* (3); 2nd—*daze monster* (2; DC 14), *f's cunn*
POSS: Mithral shirt, *+1 rapier, boots of striding and springing, type 1 bag of holding*, 4,600 gp
CR: 10
**The Complete Warrior*

Brass Dragon (young): CG M Dragon (fire)

HD: 10 (85 hp) **INIT:** +4
AC: 19 (T 10, FF 19) **SPD:** 60 ft., B 30 ft., F 200 ft. (Pr)
ATK: Bite +12 M (1d8+2) *and* 2 claws +7 M (1d6+1) *and* 2 wings +7 M (1d4+1)
SA/SQ: Blindsense 60 ft., breath weapon 1d4 rounds (line, 60 ft., 3d6 fire, Ref DC 17 half; or cone, 30 ft., **or** sleep 1d6+3 rounds, Will DC 17 negates), darkvision 120 ft., low-light vision, imm. fire, paralysis, and *sleep, speak with animals* 3/day, vuln. cold
SV: Fort +9, Ref +7, Will +8
AB: S 15, D 10, Cn 15, I 12, W 13, Ch 12
SK/F: Bluff +14, Dipl +11, G Inf +8, Intim +8, Kn (local) +14, Lis +16, Srch +13, S Mot +13, Spot +15; Dodge, Power Attack
SPELLS: Known (5/4): 0—*daze* (DC 12), *det magic, flare* (DC 12), *r magic*; 1st—*m missile, sleep* (DC 13)
CR: 6

Copper Samurai: CG M Humanoid (human) Ftr5/Dsm2*

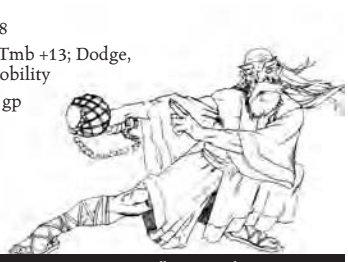
HD: 7 (57 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 35 ft.
ATK: Sword +10/+5 M (1d10+6/19–20, magic); **or** +12/+7 M (1d10+8/19–20 plus 2d6, magic) against dragons; **or** bow +10/+5 R (1d8+2/×3)
SA/SQ: Breath weapon (line, 60 ft., 1/day; 2d8 acid, Ref DC 13 half), dragon friend, resist. acid 5
SV: Fort +9, Ref +3, Will +3
AB: S 15, D 14, Cn 14, I 10, W 8, Ch 12
SK/F: Intim +11, Kn (arcana) +5, Spot +4; Combat Reflexes, Dodge
POSS: Ashigaru armor**, *+1 dragon bane katana***, mwk comp longbow (+2 Str bonus), 20 arrows
CR: 7
**Miniatures Handbook*, ***Oriental Adventures*

Daring Rogue: CG M Humanoid (human) Rog5

HD: 5 (25 hp) **INIT:** +4
AC: 16 (T 13, FF 13) **SPD:** 35 ft.
ATK: Sword +6 M (1d4+3/19–20, magic); **or** 2 swords +4 M (1d4+3, 1d4+2/19–20, magic); **or** crossbow +6 R (1d6/19–20)
SA/SQ: Evasion, sneak attack +3d6, trap sense +1, trapfinding, uncanny dodge
SV: Fort +2, Ref +8, Will +2
AB: S 14, D 16, Cn 13, I 10, W 12, Ch 8
SK/F: Bal +7, Climb +9, D Dev +8, Hide +10, Jump +8, Lis +9, M Sil +10, Open +11, Spot +9, Tmb +12; Dodge
POSS: Studded leather, 2 *+1 short swords*, light crossbow, 10 bolts
CR: 5

Drunken Master: CG M Humanoid (human) Mnk5/Drk2*

HD: 7 (49 hp) **INIT:** +3
AC: 15 (T 15, FF 12) **SPD:** 40 ft.
ATK: Unarmed strike +7 M **or** +6/+6 M (1d8+1d4+3, magic)
SA/SQ: Drink like a demon, evasion, improvised weapons, *ki* strike (magic), purity of body, slow fall (20 ft.), stagger, still mind
SV: Fort +11, Ref +10, Will +5
AB: S 16, D 16, Cn 14, I 10, W 12, Ch 8
SK/F: Bal +13, Climb +11, Jump +15, Tmb +13; Dodge, Deflect Arrows, Improved Grapple, Mobility
POSS: *Gauntlets of ogre power* +2, 300 gp
CR: 7
**The Complete Warrior*



Dwarf Barbarian: NG M Humanoid (dwarf) Bbn2

HD: 2 (22 hp) **INIT:** +2
AC: 12 (T 12, FF 12) **SPD:** 30 ft.
ATK: Falchion +4 M (2d4+3/18–20)
SA/SQ: Dwarf traits, powerful charge +1d8, rage 1/day (8 rounds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge
SV: Fort +5, Ref +2, Will +1
AB: S 15, D 14, Cn 15, I 8, W 12, Ch 8
SK/F: Climb +7, Intim +4, Jump +7
POSS: Falchion, *amulet of natural armor +1*
CR: 2

Elf Spearguard: CG M Humanoid (elf) Ftr1

HD: 1 (10 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 35 ft.
ATK: Spear +4 M (1d8+3/×3); **or** dagger +4 M (1d4+1/19–20, silver)
SA/SQ: Elf traits, reach 10 ft.
SV: Fort +2, Ref +3, Will +0
AB: S 14, D 17, Cn 11, I 8, W 10, Ch 12
SK/F: Lis +2, Srch +1, Spot +4
POSS: Mwk chain shirt, longspear, mwk silver dagger, 325 gp
CR: 1

Half-Elf Sorcerer: CG M Humanoid (elf) Sor2

HD: 2 (14 hp) **INIT:** +2
AC: 13 (T 13, FF 11) **SPD:** 30 ft.
ATK: Spear +0 M (1d8–1)
SA/SQ: Half-elf traits, toad familiar
SV: Fort +1, Ref +2, Will +4
AB: S 8, D 14, Cn 13, I 10, W 12, Ch 15
SK/F: Conc +6, Dipl +4, G Inf +4, Lis +2, Srch +1, Spell +5, Spot +2
SPELLS: Known (6/5): 0—*a splash, daze* (DC 12), *det magic, prest, r magic*; 1st—*m missile, m weapon*
POSS: Shortspear, *ring of protection +1*
CR: 2

Halfling Outrider: CG S Humanoid (halfling) Ftr5/Out1*

HD: 6 (42 hp) **INIT:** +2
AC: 17 (T 14, FF 14) **SPD:** 40 ft. (mounted); base 20 ft.
ATK: Lance +11/+6 M (1d6+4/×3, magic); **or** sword +9/+4 M (1d6+2/19–20); **or** bow +11/+6 R (1d6+2/×3, magic)
SA/SQ: Charge with lance for triple damage, halfling traits, mounted AC bonus (+1), riding dog mount
SV: Fort +6, Ref +6, Will +3
AB: S 14, D 15, Cn 12, I 10, W 13, Ch 8
SK/F: Climb +3, Jump –3, Lis +8, M Sil +3, Ride +9, Spot +6, Surv +5; Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge
POSS: Mwk studded leather, *+1 lance*, longsword, comp longbow (+1 Str bonus), 50 *+1 arrows*, 565 gp
CR: 6
**The Complete Warrior*

Kerwyn, Human Rogue: N M Humanoid (human) Rog3

HD: 3 (16 hp) **INIT:** +6
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Sword +6 M (1d6+2/19–20)
SA/SQ: Evasion, sneak attack +2d6, trap sense +1, trapfinding
SV: Fort +2, Ref +5, Will +1
AB: S 14, D 15, Cn 13, I 8, W 10, Ch 12
SK/F: Bal +4, Climb +8, D Dev +5, Hide +8, Jump +4, M Sil +8, Open +8, Srch +5, Tmb +11
POSS: *+1 leather*, mwk short sword, dagger, 1,030 gp
CR: 3

Medium Air Elemental: N M Elemental (air, extraplanar)

HD: 4 (26 hp) **INIT:** +9
AC: 18 (T 15, FF 13) **SPD:** F 100 ft. (Pf)
ATK: Slam +8 M (1d6+1)
SA/SQ: Air mastery, darkvision 60 ft., elemental traits, whirlwind (2 rounds, every 10 min., damage 1d6, Ref DC 13)
SV: Fort +3, Ref +9, Will +1
AB: S 12, D 21, Cn 14, I 4, W 11, Ch 11
SK/F: Lis +3, Spot +4; Dodge, Flyby Attack
CR: 3

Silver Sorcerer (half-dragon): CG M Dragon (aug hum (elf)) Sor7

HD: 7 (36 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Staff +9 M (1d6+8, magic)
SA/SQ: Breath weapon (cone, 30 ft., 1/day; 6d8 cold, Ref DC 14 half), darkvision 60 ft., elf traits, imm. cold, paralysis, and *sleep*, low-light vision, toad familiar
SV: Fort +6, Ref +4, Will +6
AB: S 18, D 15, Cn 14, I 14, W 8, Ch 18
SK/F: Bluff +14, Conc +12, Dipl +6, Intim +6, Kn (arcana) +12, Lis +1, Srch +4, Spell +14, Spot +1
SPELLS: Known (6/7/7/4): 0—*daze* (DC 14), *det magic, disr und, prest, ray frost, r magic, t fatigue* (DC 15); 1st—*l cold orb**, *m missile, obs mist, shield, tr strike*; 2nd—*blur, scare* (DC 16), *sp hand*; 3rd—*dis magic, lgt bolt* (DC 17)
POSS: +2 *quarterstaff*, 7,700 gp **CR:** 9
**Miniatures Handbook*

Barbarian Mercenary: N M Humanoid (human) Bbn1

HD: 1 (17 hp) **INIT:** +1
AC: 12 (T 11, FF 11) **SPD:** 40 ft.
ATK: Sword +3 M (2d6+3/19–20)
SA/SQ: Rage 1/day (7 rounds, +4 Str, +4 Con, +2 Will, –2 AC)
SV: Fort +4, Ref +1, Will +2
AB: S 15, D 13, Cn 14, I 8, W 10, Ch 12
SK/F: Climb +6, Jump +10, Lis +4, Surv +4
POSS: Padded, greatsword, 845 gp
CR: 1

Druid of Obad-Hai: CN M Humanoid (human) Drd3

HD: 3 (20 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 30 ft.
ATK: Spear +4 M (1d6+1/×3); **or** sickle +4 M (1d6+1)
SA/SQ: Animal companion, nature sense, trackless step, wild empathy (+5), woodland stride
SV: Fort +4, Ref +3, Will +5
AB: S 13, D 14, Cn 12, I 8, W 15, Ch 10
SK/F: Conc +7, H Ani +2, Heal +8, Kn (nature) +5, Ride +4, Spell +5; Dodge, Quick Draw
SPELLS: 0—*det magic, det poison, light, r magic*; 1st—*m fang* (3); 2nd— *sum n ally II* (2)
POSS: Leather, mwk shortspear, mwk sickle, *dust of tracelessnees*, 1,625 gp
CR: 3

Blue Wyrmling: LE S Dragon (earth)

HD: 6 (45 hp) **INIT:** +0
AC: 16 (T 11, FF 16) **SPD:** 40 ft., B 20 ft., F 100 ft. (Av)
ATK: Bite +8 M (1d6+1) *and* 2 claws +6 M (1d4)
SA/SQ: Blindsense 60 ft., breath weapon (line, 40 ft., 1d4 rounds; 2d8 electricity, Reflex DC 14 half), *create/destroy water* 3/day, darkvision 120 ft., imm. electricity, *sleep*, and paralysis, low-light vision
SV: Fort +6, Ref +5, Will +5
AB: S 13, D 10, Cn 13, I 10, W 11, Ch 10
SK/F: Dipl +2, Hide +4, Intim +9, Kn (nature) +9, Lis +9, Srch +9, S Mot +9, Spot +9; Hover
CR: 3

Goblin Skirmisher: NE S Humanoid (goblinoid) War1

HD: 1 (5 hp) **INIT:** +1
AC: 14 (T 12, FF 13) **SPD:** 30 ft.
ATK: Morningstar +2 M (1d6); **or** javelin +3 R (1d4)
SA/SQ: Darkvision 60 ft.
SV: Fort +3, Ref +1, Will –1
AB: S 11, D 13, Cn 12, I 10, W 9, Ch 6
SK/F: Hide +6, Lis +2, M Sil +6, Ride +5, Spot +2
POSS: Leather, morningstar, 5 javelins
CR: 1/3

Dire Ape: N L Animal

HD: 5 (35 hp) **INIT:** +2
AC: 15 (T 11, FF 13) **SPD:** 30 ft.
ATK: 2 claws +8 M (1d6+6) *and* bite +3 M (1d8+3)
SA/SQ: Low-light vision, rend 2d6+12, scent
SV: Fort +6, Ref +6, Will +5
AB: S 22, D 15, Cn 14, I 2, W 12, Ch 7
SK/F: Climb +14, Lis +5, M Sil +4, Spot +6
CR: 3

Baaz Draconian*: NE M Dragon

HD: 2 (18 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 30 ft.
ATK: 2 claws +2 M (1d4) *and* bite –3 M (1d3); **or** sword +2 M (1d8/19–20) *and* bite –3 M (1d3)
SA/SQ: Death throes (body petrifies), draconian traits, SR 8
SV: Fort +4, Ref +3, Will +2
AB: S 11, D 11, Cn 13, I 8, W 8, Ch 10
SK/F: Bluff +5, Dipl +2, Disg +5, Intim +7, Lis +4, Spot +4; Run
POSS: Chain shirt, longsword
CR: 2
*Dragonlance® *Campaign Setting*

Cleric of Nerull: LE M Humanoid (human) Clr4

HD: 4 (29 hp) **INIT:** –1
AC: 18 (T 9, FF 18) **SPD:** 20 ft.
ATK: Scythe +5 M (2d4+1/×4)
SA/SQ: Rebuke undead 4/day (+1)
SV: Fort +6, Ref +2, Will +7
AB: S 13, D 8, Cn 14, I 10, W 16, Ch 12
SK/F: Conc +9, Dipl +8, Lis +5, Spell +7, Spot +5
SPELLS: 0—*det magic* (2), *light*, *r magic* (2); 1st—*cause fear* (3; DC 14), *prot good**, *sanct*; 2nd—*death knell** (3; DC 15), *desecrate*
*Domain spell. Domains: Death, Evil
POSS: *+1 full plate*, mwk scythe, 325 gp
CR: 4

Goblin Warrior: NE S Humanoid (goblinoid) War1

HD: 1 (5 hp) **INIT:** +1
AC: 15 (T 12, FF 14) **SPD:** 30 ft.
ATK: Morningstar +2 M (1d6)
SA/SQ: Darkvision 60 ft.
SV: Fort +3, Ref +1, Will –1
AB: S 11, D 13, Cn 12, I 10, W 9, Ch 6
SK/F: Hide +5, Lis +2, M Sil +5, Ride +5, Spot +2
POSS: Leather, light wooden shield, morningstar
CR: 1/3

Hobgoblin Warrior: LE M Humanoid (goblinoid) War1

HD: 1 (9 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Sword +2 M (1d8+1/19–20)
SA/SQ: Darkvision 60 ft.
SV: Fort +4, Ref +1, Will –1
AB: S 13, D 13, Cn 14, I 10, W 9, Ch 8
SK/F: Hide +3, M Sil +3
POSS: Studded leather, light wooden shield, longsword
CR: 1/2

Kapak Draconian*: LE M Dragon

HD: 2 (17 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Sword +2 M (1d6/19–20 plus poison) *and* bite –3 M (1d4 plus poison); **or** bow +3 R (1d6/×3)
SA/SQ: Death throes (5-ft. radius, 1d6 rounds, 1d6 acid), draconian traits, poison (Fort DC 12 negates, 1d6 Dex/paralysis 2d6 min.), sneak attack +1d6, SR 11
SV: Fort +4, Ref +4, Will +2
AB: S 11, D 13, Cn 13, I 8, W 8, Ch 11
SK/F: Hide +6, Lis +4, M Sil +14, Srch +4, Spot +4, Surv +1; Run
POSS: Short sword, shortbow, 10 arrows
CR: 4
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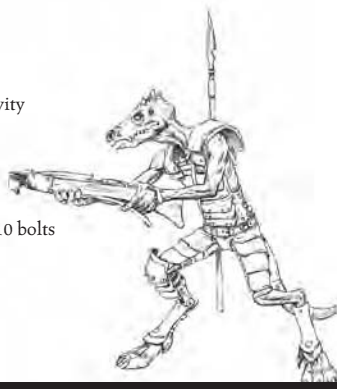
Kobold Skirmisher: LE S Humanoid (reptilian) War1

HD: 1 (4 hp) **INIT:** +1
AC: 15 (T 12, FF 14) **SPD:** 30 ft
ATK: Spear +1 M (1d6–1/×3); **or** crossbow +3 R (1d6/19–20)
SA/SQ: Darkvision 60 ft., light sensitivity
SV: Fort +2, Ref +1, Will –1
AB: S 9, D 13, Cn 10, I 10, W 9, Ch 8
SK/F: Hide +6, Lis +2, M Sil +2, Srch +2, Spot +2
POSS: Leather, spear, light crossbow, 10 bolts
CR: 1/4

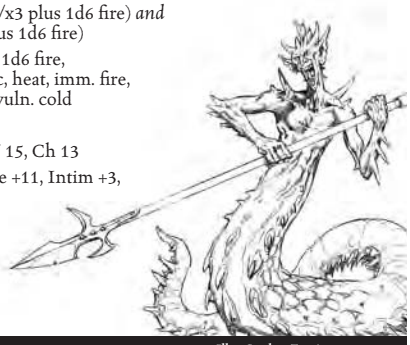


Medium Water Elemental: N M Elemental (extraplanar, water)

HD: 4 (30 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 20 ft., S 90 ft.
ATK: Slam +6 M (1d8 +4)
SA/SQ: Darkvision 60 ft., drench, elemental traits, vortex (2 rounds, every 10 min., damage 1d6, Ref DC 15), water mastery
SV: Fort +7, Ref +2, Will +1
AB: S 16, D 12, Cn 17, I 4, W 11, Ch 11
SK/F: Lis +3, Spot +4; Cleave, Power Attack
CR: 3

Salamander: LE M Outsider (extraplanar, fire)

HD: 9 (58 hp) **INIT:** +1
AC: 18 (T 11, FF 17) **SPD:** 20 ft.
ATK: Spear +11/+6 M (1d8+3/x3 plus 1d6 fire) *and* tail slap +9 M (2d6+1 plus 1d6 fire)
SA/SQ: Constrict 2d6+1 plus 1d6 fire, darkvision 60 ft., DR 10/magic, heat, imm. fire, improved grab (grapple +11), vuln. cold
SV: Fort +8, Ref +7, Will +8
AB: S 14, D 13, Cn 12, I 14, W 15, Ch 13
SK/F: Bluff +11, Dipl +3, Hide +11, Intim +3, Lis +8, M Sil +11, Srch +12, Spot +8; Cleave, Power Attack
CR: 6



Thayan Knight: LE M Humanoid (human) Ftr5/Thk2*

HD: 7 (73 hp) **INIT:** +1
AC: 22 (T 11, FF 21) **SPD:** 20 ft
ATK: Sword +12/+7 M (1d8+6/19–20, magic)
SA/SQ: Horrors of Thay, zulkir's defender
SV: Fort +9, Ref +4, Will +4
AB: S 16, D 13, Cn 14, I 8, W 12, Ch 10
SK/F: Intim +6, Kn (arcana) +4, Kn (local, Thay) +4; Endurance
POSS: Mwk spiked full plate, *+1 arrow catching shield, +1 longsword*
CR: 7
**The Complete Warrior*

Urthok the Vicious (hobgoblin): LE M Humanoid (goblinoid) Ftr6

HD: 6 (52 hp) **INIT:** +2
AC: 22 (T 12, FF 20) **SPD:** 20 ft.
ATK: Axe +11/+6 M (1d8+4/×3); **or** javelin +8 R (1d6+3)
SA/SQ: Darkvision 60 ft.
SV: Fort +7, Ref +6, Will +3
AB: S 16, D 14, Cn 15, I 10, W 8, Ch 14
SK/F: Intim +11, S Mot +3; Hurling Charge*, Quick Draw
POSS: +2 *chainmail, +1 heavy steel shield,* mwk battleaxe, javelin
CR: 6
**Miniatures Handbook*

Wererat (hybrid form): LE M Humanoid (human, shapechanger)

HD: 2 (12 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 30 ft.
ATK: Rapier +5 M (1d6+1/18–20)
SA/SQ: Alt. form (human, dire rat), disease (bite, Fort DC 12 negates, 1d3 days; 1d3 Dex, 1d3 Con), DR 10/silver, low-light vision, lycanthropy (bite, Fort DC 15 negates), rat empathy, scent
SV: Fort +6, Ref +5, Will +4
AB: S 13, D 17, Cn 14, I 10, W 11, Ch 8
SK/F: Climb +4, H Ani +3, Hide +5, Lis +4, M Sil +4, Spot +4, Swim +9; Dodge
CR: 2

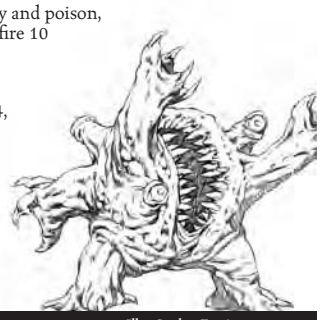
Carrion Crawler: N L Aberration

HD: 3 (19 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft.
ATK: 8 tentacles +3 M (paralysis) *and*
bite –2 M (1d4+1)
SA/SQ: Darkvision 60 ft.,
paralysis (2d4 rounds, Fort DC 13 negates), scent
SV: Fort +3, Ref +3, Will +5
AB: S 14, D 15, Cn 14, I 1, W 15, Ch 6
SK/F: Climb +12, Lis +6, Spot +6;
Combat Reflexes, Track
CR: 4

Illus. Des Hanley

Abyssal Maw*: CE M Outsider (CHAOTIC, EVIL, EXTRAPLANAR)

HD: 2 (11 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 30 ft.
ATK: Bite +5 M (2d8+4, chaotic, evil)
SA/SQ: Darkvision 60 ft., imm. electricity and poison,
rend fallen 2d8+4, resist. acid 10, cold 10, fire 10
SV: Fort +4, Ref +3, Will +2
AB: S 17, D 10, Cn 13, I 6, W 9, Ch 8
SK/F: Climb +8, Hide +5, Jump +8, Lis +4,
M Sil +5, Spot +4, Tmb +2
CR: 2
**Monster Manual II*



Illus. Stephen Tappin

Bright Naga*: CE L Aberration

HD: 5 (37 hp) **INIT:** +1
AC: 15 (T 10, FF 14) **SPD:** 40 ft.
ATK: Bite +4 M (2d6+3)
SA/SQ: Darkvision 60 ft., mock spell (*b hands*, 3d4 fire; DC 12)
SV: Fort +4, Ref +2, Will +6
AB: S 15, D 12, Cn 17, I 10, W 15, Ch 12
SK/F: Conc +11, Lis +12, Spot +4;
Combat Casting
CR: 3
**Miniatures Handbook*

Illus. Greg Staples

Chitine*: CE S Monstrous Humanoid

HD: 2 (11 hp) **INIT:** +1
AC: 16 (T 12, FF 15) **SPD:** 30 ft., C 20 ft.
ATK: 3 swords +1 M (1d4/19–20); **or**
sword +3 M (1d4/19–20)
SA/SQ: Difficult to disarm (+4), grapple +0, light sensitivity
SV: Fort +1, Ref +4, Will +3
AB: S 10, D 13, Cn 12, I 12, W 11, Ch 7
SK/F: Bal +4, Climb +9, Hide +10, Jump +3, M Sil +6
POSS: 3 short swords
CR: 1
**The Underdark*

Illus. Greg Staples

Grimlock: NE M Monstrous Humanoid

HD: 2 (11 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Axe +4 M (1d8+3/×3)
SA/SQ: Blindsight 40 ft., imm. visual effects, scent
SV: Fort +1, Ref +4, Will +2
AB: S 15, D 13, Cn 13, I 10, W 8, Ch 6
SK/F: Climb +4, Hide +3 (+13 mountains, underground),
Lis +5, Spot +3; Track
POSS: Battleaxe
CR: 1

Illus. Stephen Tappin

Black Dragon (YOUNG): CE M Dragon (WATER)

HD: 10 (85 hp) **INIT:** +0
AC: 19 (T 10, FF 19) **SPD:** 60 ft., F 150 ft. (Pr), S 60 ft.
ATK: Bite +12 M (1d8+2) *and*
2 claws +7 M (1d6+1) *and*
2 wings +7 M (1d4+1)
SA/SQ: Blindsense 60 ft., breath weapon
(line, 60 ft., 1d4 rounds; 6d4 acid,
Ref DC 17 half), darkvision 120 ft.,
imm. acid, paralysis, and *sleep*,
low-light vision, water breathing
SV: Fort +9, Ref +7, Will +7
AB: S 15, D 10, Cn 15, I 10, W 11, Ch 10
SK/F: Bluff +3, Dipl +3, Hide +10, Intim +13,
Kn (arcana) +3, Lis +14, Srch +10, Spot +15,
Swim +23; Power Attack, Wingover
CR: 5

Illus. Des Hanley

Bugbear: CE M Humanoid (GOBLINOID)

HD: 3 (16 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 30 ft.
ATK: Morningstar +5 M (1d8+2)
SA/SQ: Darkvision 60 ft., scent
SV: Fort +2, Ref +4, Will +1
AB: S 15, D 12, Cn 13, I 10,
W 10, Ch 9
SK/F: Climb +3, Hide +4, Lis +4,
M Sil +6, Spot +4
POSS: Leather, wooden shield, morningstar
CR: 2

Illus. Stephen Tappin

Dretch: CE S Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

HD: 2 (13 hp) **INIT:** +0
AC: 16 (T 10, FF 16) **SPD:** 20 ft.
ATK: 2 claws +4 M (1d6+1, chaotic, evil) *and*
bite +2 M (1d4, chaotic, evil)
SA/SQ: DR 5/cold iron or good, darkvision 60 ft.,
imm. electricity and poison, resist. acid 10, cold 10,
fire 10, *scare* 1/day (DC 12), *stinking cloud* 1/day (DC 13),
summon tanar'ri 1/day (dretch, 35%), telepathy 100 ft.
SV: Fort +5, Ref +3, Will +3
AB: S 12, D 10, Cn 14, I 5, W 11, Ch 11
SK/F: Hide +9, Lis +5, M Sil +5, Spot +5, Srch +2
CR: 2

Illus. Stephen Tappin

Drow Warrior: CE M Humanoid (ELF) War1

HD: 1 (4 hp) **INIT:** +1
AC: 16 (T 11, FF 15) **SPD:** 30 ft.
ATK: Rapier +3 M (1d6+1/18–20); **or**
crossbow +2 R (1d4/19–20 plus poison)
SA/SQ: Drow traits,
poison (Fort DC 13 negates,
unconscious 2d4 hours), SR 12
SV: Fort +2, Ref +1, Will –1
AB: S 13, D 13, Cn 10, I 12, W 9, Ch 10
SK/F: Hide +0, Lis +2, Srch +4, Spot +3
POSS: Chain shirt, light steel shield, rapier,
hand crossbow, 10 poisoned bolts
CR: 1

Drow Wizard: CE M Humanoid (ELF) Wiz4

HD: 4 (20 hp) **INIT:** +3
AC: 13 (T 13, FF 10) **SPD:** 30 ft.
ATK: Sword +1 M (1d6–1/19–20)
SA/SQ: Drow traits, SR 15
SV: Fort +3, Ref +6, Will +7
AB: S 8, D 16, Cn 10, I 18, W 13, Ch 12
SK/F: Conc +7, Dipl +3, Intim +4,
Kn (arcana) +11, Kn (nobil/royal) +11, Lis +3, Srch +6,
Spell +13, Spot +4
SPELLS: 0—*daze, det magic, r magic, resist;*
1st—*m missile, m weapon* (2), *sleep* (DC 15);
2nd—*Snilloc's snowball swarm* (3; 2d6 cold; DC 16)
POSS: Short sword, *cloak of resistance* +2
CR: 4
*Forgotten Realms *Campaign Setting*

Eye of Gruumsh (ORC): CE M Humanoid (ORC) Bbn6/Eye2*

HD: 8 (73 hp) **INIT:** +2
AC: 15 (T 12, FF 15) **SPD:** 40 ft.
ATK: Axe +13/+13/+8 M
(1d8+6/×3 plus 2d6 disruption, magic)
SA/SQ: Darkvision 60 ft., follow orders blindly,
improved uncanny dodge, rage 3/day
(7 rounds, +4 Str, +4 Con, +2 Will, –2 AC),
swing blindly (+4 Str, –4 AC raging), trap sense +2
SV: Fort +10, Ref +4, Will +0
AB: S 20, D 14, Cn 14, I 8, W 6, Ch 10
SK/F: Climb +13, Intim +11,
Jump +17; Blind-Fight
POSS: Mwk chain shirt,
+1 vicious orc double axe, 500 gp
CR: 8
**The Complete Warrior*

Gargoyle: CE M Monstrous Humanoid (EARTH)

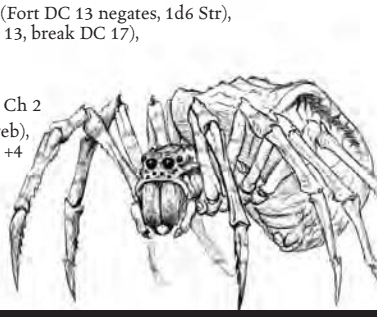
HD: 4 (37 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 40 ft., F 60 ft. (Av)
ATK: 2 claws +6 M (1d4+2) *and*
bite +4 M (1d6+1) *and*
gore +4 M (1d6+1)
SA/SQ: DR 10/magic, darkvision 60 ft., freeze
SV: Fort +5, Ref +6, Will +4
AB: S 15, D 14, Cn 18, I 6, W 11, Ch 7
SK/F: Hide +7 (+15 stone), Lis +4, Spot +4
CR: 4

Harpy: CE M Monstrous Humanoid

HD: 7 (31 hp) **INIT:** +2
AC: 13 (T 12, FF 11) **SPD:** 20 ft., F 80 ft. (Av)
ATK: Club +7/+2 M (1d6) *and*
2 claws +2 M (1d3)
SA/SQ: Captivating song
(Will DC 17 negates), darkvision 60 ft.
SV: Fort +2, Ref +7, Will +6
AB: S 10, D 15, Cn 10, I 7, W 12, Ch 17
SK/F: Bluff +11, Intim +7, Lis +7,
Perf (oratory) +5, Spot +3; Dodge
CR: 4

Large Monstrous Spider: N L Vermin

HD: 4 (22 hp) **INIT:** +3
AC: 14 (T 12, FF 11) **SPD:** 30 ft., C 20 ft.
ATK: Bite +4 M (1d8+3 plus poison)
SA/SQ: Darkvision 60 ft., poison (Fort DC 13 negates, 1d6 Str),
thrown web 8/day (12 hp, Esc DC 13, break DC 17),
tremorsense 60 ft., vermin traits
SV: Fort +5, Ref +4, Will +1
AB: S 15, D 17, Cn 12, I —, W 10, Ch 2
SK/F: Climb +11, Hide +3 (+11 web),
M Sil +3 (+11 web), Jump +2, Spot +4
CR: 2



Large Red Dragon (YOUNG): CE L Dragon (FIRE)

HD: 13 (123 hp) **INIT:** +4
AC: 21 (T 9, FF 21) **SPD:** 40 ft., F 150 ft. (Pr)
ATK: Bite +19 M (2d6+7) *and* 2 claws +14 M (1d8+3)
and 2 wings +14 M (1d6+3) *and*
tail slap +14 M (1d8+10)
SA/SQ: Blindsense 60 ft., breath weapon
(cone, 40 ft., 1d4 rounds; 6d10 fire, Ref DC 19 half),
darkvision 120 ft., imm. fire, paralysis, and *sleep,*
low-light vision, reach 10 ft. (bite), vuln. cold
SV: Fort +11, Ref +8, Will +11
AB: S 25, D 10, Cn 17, I 12, W 13, Ch 12
SK/F: Bluff +7, Conc +16, Dipl +10, Hide –4, Intim +16,
Jump +23, Kn (arcana) +14, Lis +17, Srch +17,
Spot +17; Flyby Attack, Power Attack, Wingover
SPELLS: Known (5/4): 0—*daze* (DC 12),
det magic, flare (DC 12), *r magic;*
1st—*b hands* (DC 13), *m missile* **CR:** 7

Ogre Ravager: CE L Giant Ftr2/Rav3*

HD: 9 (78 hp) **INIT:** +3
AC: 17 (T 8, FF 17) **SPD:** 30 ft.
ATK: Axe +15/+10 M (3d6+10/×3)
SA/SQ: Aura of fear 1/day (10-ft. radius, –2 saves),
cruelest cut 1/day (+1d4 Con damage) darkvision 60 ft.,
low-light vision, pain touch 1/day (M touch 1d8+3,
or +1d4+3 weapon damage), reach 10 ft., resist. fire 10
SV: Fort +13, Ref +1, Will +3
AB: S 24, D 8, Cn 16, I 11, W 8, Ch 10
SK/F: Intim +8, Kn (religion) +3, Surv +3;
Improved Bull Rush, Improved Sunder, Power Attack
POSS: *+1 fire resistance hide,* mwk greataxe, 1,400 gp
CR: 8
**The Complete Warrior*

Orc Druid: CE M Humanoid (ORC) Drd5

HD: 5 (36 hp) **INIT:** –1
AC: 11 (T 9, FF 11) **SPD:** 30 ft.
ATK: Staff +7 M (1d6+4)
SA/SQ: Animal companion, darkvision 60 ft., light sensitivity, nature sense, trackless step, wild empathy (+7), woodland stride
SV: Fort +6, Ref +0, Will +7
AB: S 16, D 8, Cn 14, I 8, W 16, Ch 11
SK/F: Conc +10, Dipl +8, H Ani +10, Ride +3; Power Attack
SPELLS: 0—*flare* (5); 1st—*shill*, *snake's swiftness* (3); 2nd—*bark*, *fl blade*, *wp wood*; 3rd—*call lgt* (DC 15), *poison* (DC 15)
POSS: Mwk leather, mwk quarterstaff, *periapt of Wisdom* +2 **CR:** 5
**Miniatures Handbook*

Red Samurai: CE M Humanoid (HUMAN) Ftr5/Dsm4*

HD: 9 (75 hp) **INIT:** +5
AC: 14 (T 11, FF 13) **SPD:** 40 ft.
ATK: Sword +14/+9 M (2d6+9/19–20, magic plus 1d6 fire)
SA/SQ: Breath weapon (cone, 30 ft., 1/day; 4d8 fire, Ref DC 14 half), dragon friend, imm. dragon fear, resist. fire 5
SV: Fort +10, Ref +5, Will +8
AB: S 19, D 13, Cn 14, I 8, W 12, Ch 12
SK/F: Climb +15, Intim +4, Jump +15, Kn (arcana) +1; Power Attack
POSS: Ashigaru armor**, +1 *no-dachi***, *gauntlets of ogre power* +2, *sandals of striding and springing*, 150 gp
CR: 9
**Miniatures Handbook*, ***Oriental Adventures*

Small White Dragon (VERY YOUNG): CE S Dragon (COLD)

HD: 6 (45 hp) **INIT:** +4
AC: 16 (T 11, FF 16) **SPD:** 60 ft., B 30 ft., F 150 ft. (Av), S 60 ft.
ATK: Bite +8 M (1d8+1) *and* 2 claws +3 M (1d6)
SA/SQ: Blindsense 60 ft., breath weapon (cone, 20 ft., 1d4 rounds; 2d6 cold, Ref DC 14 half), darkvision 120 ft., icewalking, low-light vision, imm. cold, paralysis, and *sleep*, vuln. fire
SV: Fort +6, Ref +5, Will +5
AB: S 13, D 10, Cn 13, I 6, W 11, Ch 6
SK/F: Hide +8, Lis +6, M Sil +3, Srch +4, Spot +9, Swim +17
CR: 3

Troglodyte: CE M Humanoid (REPTILIAN)

HD: 2 (13 hp) **INIT:** –1
AC: 15 (T 9, FF 15) **SPD:** 30 ft.
ATK: Club +1 M (1d6) *and* claw –1 M (1d4) *and* bite –1 M (1d4)
SA/SQ: Darkvision 90 ft., stench (sickened, 10 rounds, Fort DC 13 negates)
SV: Fort +5, Ref –1, Will +0
AB: S 10, D 9, Cn 14, I 8, W 10, Ch 10
SK/F: Bal +1, Esc +1, Hide +5 (13 rocky or underground), Lis +3
CR: 1